

ALIEN HELL



SYNCHRO, INC.

SOFTWARE DIV.



DISK 24K
TAPE 16K
JOYSTICK REQUIRED

For
ATARI 400/800*

ALIEN HELL

© 1981

The remnants of an Alien Race have from time to time descended upon Sol III to mine rare crystals deep within the planet and unknown to the surface dwellers known as Humans. The crystals being harmful to the Aliens in the raw state require that slaves be taken from the surface to mine the raw materials. Many Alien guards inhabit the highly sophisticated complex with their wondrously refined crystals used in a technology unheard of to Humans.

The unstable nature of the environment deep within the planet presents a constant threat and hazard to all beings in the complex. Flaming fire balls, fire and sulphur pits abound. Above all, a hideous beast roams the deserted and ancient mining tunnels cutting off a small section of the complex. The Beast is such that even the Aliens prefer to avoid it.

You as a Human have been enslaved to labor in the crystal mines forever. Outside of your well-guarded prison room you have only heard rumors of the possibility of escape. Within the complex, in well-guarded chambers, exist refined crystals with strange powers that can assist in your escape to the surface. The adventure begins as the force field guarding your cell begins to flicker due to a change in Sol III's magnetic field.

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WARNING—AVOID EXTREME HEAT AND HUMIDITY. KEEP AWAY FROM STRONG MAGNETIC FIELDS.

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COLOR GRAPHICS

JOYSTICK REQUIRED

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INTRODUCTION

ALIEN HELL © is a graphic adventure. Your goal is to find a way out using your wits and reflexes. Your character is controlled by a Joystick, therefore a faulty Joystick could prove frustrating at times. Do not press "RESET".

This adventure should be played on a Color T.V. or Monitor to discern the difference in crystal colors. Should this adventure prove too difficult, send a *'self addressed, stamped envelope'* for a map of the complex and some helpful clues.

A FEW HINTS TO GET STARTED

1. A Fireball will be preceeded by its sound prior to appearing on screen. Once on screen, you will freeze in your tracks.
2. The Crystals are your key to escape. Experiment with them as they do have a force of their own.
3. The Alien guards can be outwitted and with some practice you will have the upper hand.
4. With many things going on in a room at one time you will notice some slowing of your character on the screen, however, this will not hinder you.
5. Some crystals are well hidden but fear not, you will find them sooner or later . . .
6. The Alien guards also carry a crystal.
7. Last but not least, your rating will depend on the level of difficulty chosen. Level 1 is for beginners. You may end game by pressing "START" and receive rating. Press "START" to start new game.

FINAL WORD

To get you started, there is a Blue Crystal not far from your cell room in the complex. Good Luck! and may you escape from ALIEN HELL ©.

LOADING INSTRUCTIONS

DISK

Install BASIC cartridge and minimum of 24K of memory. Disk will auto-boot.

CASSETTE

Be sure BASIC cartridge is installed and a minimum of 16K or memory.

Check to see if tape is rewound and leader tape is showing in front. Press PLAY button on Cassette Deck, type CLOAD and press RETURN. When READY appears type RUN. Logo will appear and music will play while program is loading. Don't forget to disengage tape deck when program is loaded.

IN CASE OF DIFFICULTY

Each tape is load tested prior to packaging to insure our customers receiving a quality product. However, problems can still arise. If one BIT is missed on loading, the program will CRASH causing an ERROR 140 or 143. Be sure tape head is free of lint and dust or oxide build up by gently cleaning with Tape Head Cleaner. Rewinding tape and trying again will usually work and there is a duplicate program on the reverse side of the cassette.

If you've had repeated problems loading cassette programs in general, head alignment could be the cause and servicing is required.

OTHER ADVENTURES BY SYNCRO INC.

MAZE OF DEATH © 1981

A fast paced, action packed adventure pitting you against a mad scientist with intent to destroy a city. All graphic.

MAR TESORO © 1981

Rent a rig and crew with your initial capital to dive for sunken treasure. You can amass a fortune or be crushed by a giant octopus. This is a graphic adventure you won't tire of.

DRAC IS BACK © 1981

A non graphic adventure with enlarged text. Roam the 200 room castle of Drac, but you better have wooden stakes, silver bullets and a silver cross.

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SYNCRO INC.

24 K